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VIACOM® newmedia™

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ZOOP™

INSTRUCTION BOOKLET

KIDS TO ADULTS K-A AGES 6+

VIACOM® newmedia™

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Patent Pending

© Original game concept © 1995 Hookstone Ltd.
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Hookstone

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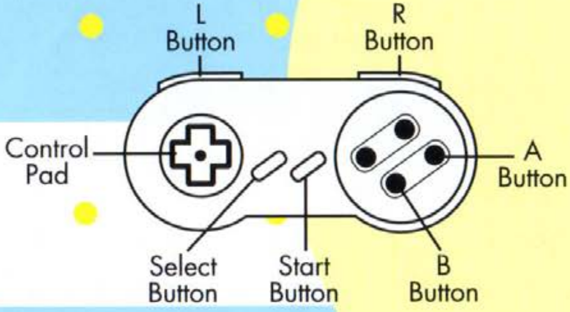
getting started

Make sure your Super Nintendo Entertainment System is turned Off before inserting the **Zoop** Game Pak.

Insert the **Zoop** Game Pak.

Move the power switch to the On position.

controls



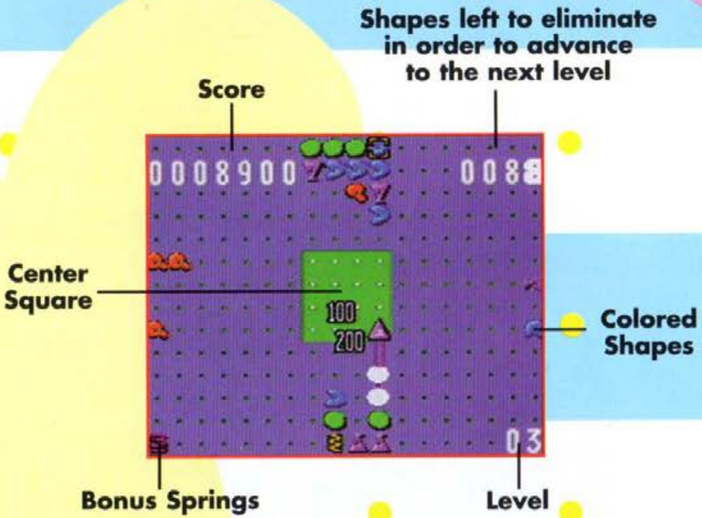
Control Pad
Move around inside the Center Square

Start Button
Pause game – press again to resume

A, B, X, Y Button
Fire to eliminate or exchange colors

L, R, Select Buttons
Press to quit

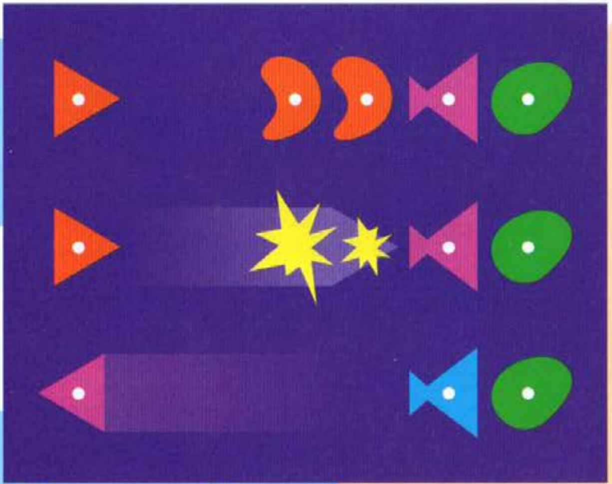
screen display



objective

Colored shapes appear randomly along the grid, and move toward the center. You must eliminate them (remove them from the grid) before they enter the Center Square. Pressing the A, B, X or Y Button will fire (figure 1). If you strike a shape that is the same color you are, that shape will be eliminated (figure 2). If you strike a shape of a different color, you will exchange colors with that shape and the shape will remain on the grid (figure 3).

1
2
3



If you eliminate enough shapes, you will move to the next level and the play intensity will increase.

When the colored shapes are about to enter the Center Square, the dots in the Center Square will flash and a warning will sound. If the colored shapes enter the Center Square, the game will end.

cut this page out for reference

power-ups

As you play **Zoop**, Power-Up Icons will randomly appear on the grid along with the colored shapes. If you strike a Power-Up, it will assist you in eliminating other shapes.

Proximity Bomb:
Eliminates all the shapes touching the first shape you hit.

Line Bomb:
Eliminates an entire row of shapes regardless of color.

Color Bomb:
Eliminates all the shapes in a quadrant that are the same color as the first shape you hit.

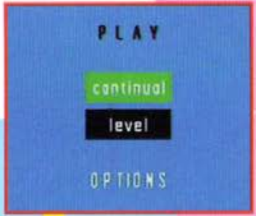
Bonus Spring:
Collect five of these to clear all the shapes on the grid.

If a Power-Up or Bonus Spring reaches the center square, it will disappear. Power-Ups and Bonus Springs will not end the game.

menu screen

continual or level

Each time you start a game, you have the option of playing a Continual Game or a Level Game. In a Continual Game, once you eliminate enough shapes to move to the next level, the background will change, and the speed at which shapes appear will increase, but current shapes remain on the grid. In a Level Game, once you eliminate enough shapes, you will move to the next level with no shapes on the grid. (**Note:** At higher difficulty levels, you will start with new shapes on the grid.)



Press Up & Down on the Control Pad to select **CONTINUAL, LEVEL** or **OPTIONS** then press any button to continue.

options

In this screen you can turn the game sound and music on or off.

Press Up & Down on the Control Pad to Select **SOUND** or **MUSIC**, then press Left or Right to turn that feature on (+) or off (-).

Press Up & Down on the Control Pad to select EXIT and press any button to continue.

stage select

STAGE

Using the Stage Select dial, you can select 1 of 9 stages on which to begin game play. The speed at which shapes appear on the grid increases as you advance from level 1 to level 9.

LEVEL

Press Left or Right on the Control Pad to rotate the Level numbers so that your desired starting level is highlighted in white at the top of the square.

DIFFICULTY

Level Play: If a difficulty of 1-4 is selected in Level Play, each new level will begin with colored shapes already on the grid. The level of difficulty selected will determine the number of colored shapes already on the grid at the start of each level.

Continual Play: The level of difficulty selected will determine the number of colored shapes already on the grid at the start of the game.

Press Up & Down on the Control Pad to select **DIFFICULTY**, then press Left or Right to increase or decrease the Difficulty Level.

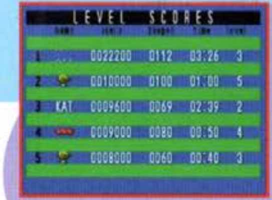
Press any button to continue.

The more colored shapes eliminated in a single fire, the more points earned.

# of Shapes eliminated	Total Points
One	100
Two	300
Three	600
Four	1,000
Five	1,500 (5,000 full vertical column)
Six	2,100
Seven	2,800 (10,000 Full horizontal row)

high score

If you eliminate enough shapes to earn a High Score, the High Score screen will appear. Enter your initials by pressing Up & Down on the Control Pad, then press Right on the Control Pad to move to the next letter.



Press any button to continue.

credits

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warranty

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